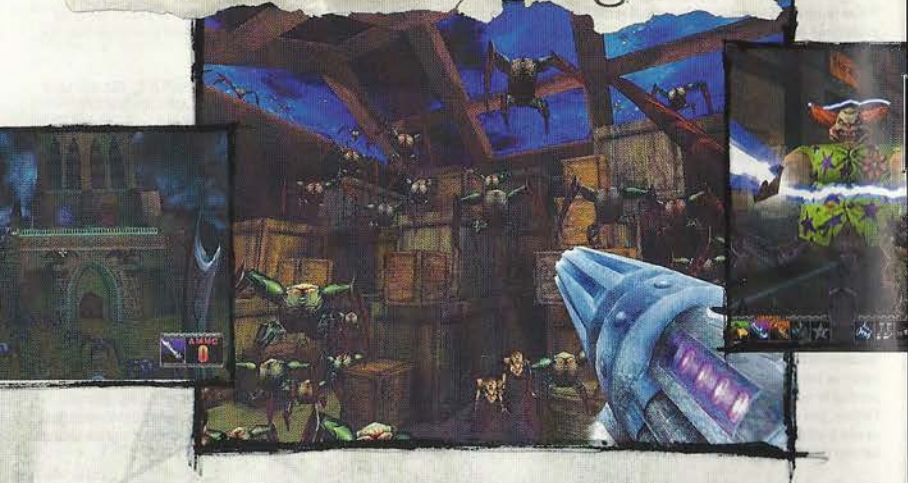


THE NIGHTMARE BEGINS...



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THE NIGHTMARE CHILD™



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MATURE
M
CONTENT RATED BY
ESRB

T-41901N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD

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Caution

KISS Psycho Circus: The Nightmare Child compatible with the Sega Dreamcast Visual Memory Unit (VMU), sold separately. The number of memory blocks required to save game files varies according to the type of software and content of the files to be saved. With this game, 3 blocks are needed to save game files. While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller or any peripheral equipment.

Console and Controller Information

SEGA DREAMCAST HARDWARE UNIT



KISS Psycho Circus: The Nightmare Child is a one player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A,B,X,Y and START buttons. This will cause the Sega Dreamcast to soft-reset the software.

Standard Sega Dreamcast Controller

Y Button	Move Forward
A Button	Move Backward.
X Button	Move Left (Strafe)
B Button	Move Right (Strafe)
Analog Thumb Pad	Look
Right Trigger	Fire
Left Trigger	Jump
D-Button RIGHT	Next Weapon
D-Button LEFT	Previous Weapon
D-Button UP	Use Item
D-Button DOWN	Crouch
Start Button	Game Menu (Pauses Game)

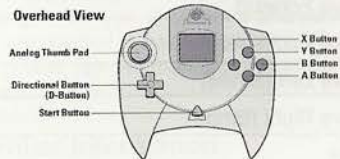
Controller Usage Precautions

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

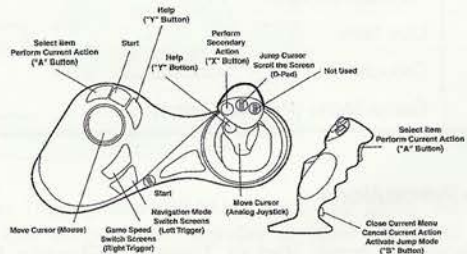
If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and ON again making sure not to touch to touch the controller.

SEGA DREAMCAST CONTROLLER

Overhead View



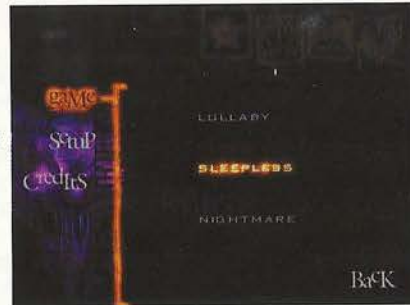
Forward View



KISS Psycho Circus: The Nightmare Child for Sega Dreamcast also supports the Panther DC Controller.
The Panther DC is not currently licensed for use with the Sega Dreamcast. Use of non-licensed peripherals may cause damage to the Sega Dreamcast console and void warranty.

User Interface (UI)

The User Interface (UI) allows you to select from three categories: Game, Setup, and Credits.



Game

Select **Game** to choose from **New Game**, **Play Game**.

New Game: Allows you to begin a new game.

Play Game: Allows you to choose from saved files.

Setup

Select **Setup** to choose from **Controls**, **Preferences**, and **Audio**:

Controls: Allows you to customize controls.

Preferences: Allows you to toggle Subtitles on/off, choose to Auto-Switch and Auto-Aim weapons, choose to allow blood, Analog Thumb Pad control Sensitivity, and Invert Y Axis.

Audio: Allows you to control Music and Sound volume.

Credits

Select **Credits** to view the credits of KISS Psycho Circus: The Nightmare Child.

Starting a Game

To start a New Game, you first must select a skill level. Skill level influences both the number of creatures and their level of aggression.

Lullaby: Fewer creatures, minimal aggression.

Sleepless: Normal number of creatures, normal aggression.

Nightmare: More creatures, maximum aggression

You must now select your starting character. While you may begin with any of the four player characters, it is suggested that you follow the recommended order of: **Pablo Ramirez (Starbearer), Patrick Scott (Beast King), Andy Chang (Celestial), Gabe Gordo (Demon).**

The Psycho Circus Game World

The Story

The Elder are Broken

In an epic battle, The Four Who Are One defeats the Nightmare King, never suspecting that, from the jaws of his own annihilation, their archenemy has played one last treacherous card. Seizing upon the broken oath of the Elder, the Destroyer summons the last fragment of his once awesome strength to pull the spirits of the Elder down with him, trapping them in the void beyond. Although the Elder do not perish, they are left powerless until their spirits can return to their realms.

A Seed of Evil is Planted

Before vanishing forever, the Nightmare King's final action is to take the essence of his own powers and with them plant a seed of evil. Thus, in the most desolate corner of the cosmos, a child is being born – one shaped from corruption absolute, its dark conscience ever growing, still unaware of its own tainted core. With its birth, the child will invade the space left vacant by the Elder's absence, so that no creature may challenge its dominance. The Destroyer thereby seeks rebirth from his own death that he may return to the world in a new and even more terrible shape. So it is that the circus the Elder once vowed to protect lies broken, drifting through the abyss, carrying the sole remnant of the Destroyer's taint. The Four Who Are One, their shapes now splinters scattered across the realms, linger in a helpless state of limbo in the cosmos' darkest hour.

One Hope Remains

Only one mortal can devise a means of calling back the Elder. Her name is Madame Raven, the clairvoyant matriarch of the Psycho Circus. She must recruit four proxies to collect the shards of the Elder's forms, to give the new avatars the necessary power to enter the Womb Of Hell, the dark rift where the Nightmare Child stirs. But who will take this suicidal path? Will anyone dare oppose the seed of a new God? Feverishly, her blind eyes scan the orb in front of her. There will be no rest for the sorceress this night.

An Invitation to the Circus

On a bleak and misty night, four friends arrive at The Coventry, a beaten-down roadhouse on the outskirts of town. As the members of Wicked Jester – Pablo Ramirez, Patrick Scott, Andy "Spades" Chang and Gabriel Gordo – step out of their van, they notice, much to their dismay, that there's no crowd waiting, no flashing lights, no staff members.

"What the hell?" murmurs Patrick. "This is Friday night, isn't it?"

"This place should have been packed an hour ago." Gabe replies. "And where is the staff? There's not a single soul here!"

"A grave insult, indeed." comes a voice from the shadows. "I am certainly here." Madame

Raven steps forward, her face concealed by the rapid fall of night.

Startled, the band turns to face the woman, and Patrick speaks: "Lady, don't be jumping out of the shadows like that!"

Pablo nods in greeting, then addresses the newcomer "Where did everyone go?"

"They're at the circus... I'm quite sure of it." The old woman replies. " Perhaps you, too, would like to visit?" She extends a withered hand to reveal four tickets.

"Accept them," says the woman, "and you will be just in time for the grand finale. Tonight's the closing act, a show not to be missed. Will you stand vigil on this grand event?"

The Hall of Mirrors

"This place is dead," sighs Gabe, "We might as well". He looks to the others.

Andy shrugs. "I could use a good fortune telling."

"Nothing to lose..." agrees Pablo.

"Well I'm not staying here by myself," says Patrick. "Let's go."

As the tickets find their owners, Madame Raven's deal has been sealed. Time seems to stop and the room spins into blackness. Only the soft glow of the gypsy's crystal ball remains. Stunned and confused, the four friends watch as mirrored walls emerge around them, draped in blood-red cloth, surrounding them on all sides. From beyond the looking glass a voice calls out to them. It is Madame Raven. "Welcome," she says. "You have been favored."

Gabe spins around "What trick is this? What have you done woman?" Raven answers "I have done nothing but make your options clear to you. There is no escape from the path you have chosen. Listen closely to my words, for all our lives depend upon it..."

Characters, Weapons, and Items

Before you step into the surreal dreamscape of the Psycho Circus world, perhaps you should take a moment to familiarize yourself with what you can expect to find there. It could mean the difference between life and death.

Characters

Pablo Ramirez

Alter Ego: Star Bearer (Paul Stanley)

Age: 21

Pablo Ramirez is the first character you will control. Well versed in ancient religions and cultures and an avid sword collector, Pablo recognizes the magnitude of the coming terror and quickly chooses to trust Madame Raven and help her conquer the Nightmare Child.

As the Star Bearer, he is a bringer of passion and pain, spanning an emotional spectrum that can drive him to acts of true tenderness or explosive anger. His is the element of Water.



Patrick Scott

Alter Ego: Beast King (Peter Criss)

Age: 27

Your second player character is the easy-going, but strong-minded, Patrick Scott. A gifted puzzle-solver, Patrick is the most reluctant to take on the Elder quest, but once committed to the mission, he quickly proves himself a fearsome warrior.

As the Beast King, he personifies all that is primal in the human spirit, the instinctual beast that stirs in us all. His is the element of Earth.



Andy "Spades" Chang

Alter Ego: Celestial (Ace Frehley)

Age: 33

Andy "Spades" Chang— your third player character— is a former Yakuza operative and a master of the electric guitar. Quiet and possessed with acute powers of observation, he dresses sloppily in cowboy-inspired clothing and is the only smoker in the group.

As the Celestial, he represents the ultimate, universal harmony and is able to observe situations with dispassionate reason and see all sides of a problem. His is the element of Air.



Gabriel Gordo

Alter Ego: Demon (Gene Simmons)

Age: 31

Gabe Gordo, your final player character, is the glue that binds the group together. A master of Tai Chi, he is a fierce protector of his cohorts. But he is also well educated and patient.

As the Demon, he embodies all the darkest impulses of the mortal soul. He is a bringer of vengeance and terror, but from his flames of destruction springs new life. His is the element of Fire.



Weapons

There are three classes of weapons— or Elder Arms— available to you in the Psycho Circus world: **Melee**, **Common**, and **Ultimate**. Each category has four weapons (for a total of twelve) that must be present in the game. Of these, each Elder has two weapons that are unique to him. These are the melee and ultimate category weapons. The common category can be used by all player-classes.

Melee Weapons:

Melee Weapons are ideal for close-quarter combat or anytime you feel the need to kick ass up close and personally.

Beast Claws (pictured)
Thornblade
Twister
Punisher



Common Weapons:

Common Weapons are general use, workhorse-type weapons.

Zero Cannon (pictured)
Magma Cannon
Windblade
Scourge



Ultimate Weapons:

Ultimate Weapons are the deadliest weapons you will find in the game, but will deplete your store of elemental energy if used frequently.

Draco (pictured)
Galaxion
Spirit Lance
Stargaze



Armor

A major goal of The Nightmare Child is to fully assemble the Elder's armor, or costume. There are six pieces— **Gauntlets**, **Boots**, **Belt**, **Vest**, **Plate**, and **Mask**— that must be collected to complete each episode.

Gauntlets



Belt



Mask



The Demon in Full Armor



Vest



Plate



Boots



Items

Health

Help from the dying elemental realms come in the shape of these sturdy potions. Three variants in potency exist and are known as Vial (+10 health), Flask (+30 health) and Bottle (+60 health). You can guzzle them to heal your wounds but they won't supersede your Max Health like the Blood Rose.



Ammo

Strewn throughout the shattered realms, these are the items that fuel the game's Common and Ultimate weapons. The player starts each episode unable to pick up these items, but is able to do so as soon as the first shard of the Elder Armor has been found. Creatures that you slay will also drop elemental icons, of varying alignment and potency.



Rage Orb

Once activated it will grant you 60 seconds of free ammo. With one of these in your system it's time to pull out your favorite 'lovegun' and do some serious monster maiming!



Angel Charm

The Angel Charm renders the Avatar completely invulnerable, but you may still disappear into a bottomless pit or get sucked under by quicksand so don't feel too safe.



Blood Rose

The Blood Rose infuses the Avatar with potent Elder blood, adding 100 HP to the player, even if it means exceeding his normal health limits. The healing potential of the Blood Rose peaks at 250 Health.



Chaos Heart

While the Chaos Heart is in effect, damage done by the player fluctuates from 0% to 200% in a steady pulse. The damage potential is highest just as the heart beats, after which it drops back to 0 and counts up anew. True mastery of this artifact lies in the player's ability to time his strike with the beat of the heart, but it is always beneficial. Note that the damage modifier is calculated at the moment you activate the attack, and not at the time the weapon impacts.



Technical Support

Having a problem getting your game to run? Need to ask a specific technical question? Email us directly at support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are from 9 a.m. to 5 p.m. Eastern Time.

If you prefer U.S. mail, please use the following address:

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P.O. Box 43730
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Or visit us online at www.talonsoft.com.

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Special Thanks:

Rod Barr, Jonathan Wright (aka Nelno the Amoeba), Mike Maynard, the entire Third Law team, Mike Williams

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ESRB RATING

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